

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (canceled):
2. (previously presented): A system suitable for providing integrated circuit design, comprising:
 - a memory storing a first set of instructions and a second set of instructions;
 - and
 - a processor communicatively coupled to the memory, the processor suitable for performing the first set of instructions and the second set of instructions, wherein the first set of instructions is suitable for configuring a processor to provide an integrated circuit development environment in which a support methodology for an integrated circuit is created and the second set of instructions is suitable for configuring a processor to provide tools for implementing a platform architecture of an integrated circuit in which the platform architecture supplies a structure of the integrated circuit, the first set of instructions and the second set of instructions linked through at least one formalism so that at least one of an action taken utilizing the platform architecture influences the support methodology and an action taken utilizing the support methodology influences the platform architecture;wherein the formalism includes a differential game.
3. (original): The system as described in claim 2, wherein the differential game is a zero sum game.
4. (canceled)
5. (previously presented): A system suitable for providing integrated circuit design, comprising:

a memory storing a first set of instructions and a second set of instructions;
and
a processor communicatively coupled to the memory, the processor suitable for performing the first set of instructions and the second set of instructions, wherein the first set of instructions is suitable for configuring a processor to provide an integrated circuit development environment in which a support methodology for an integrated circuit is created and the second set of instructions is suitable for configuring a processor to provide tools for implementing a platform architecture of an integrated circuit in which the platform architecture supplies a structure of the integrated circuit, the first set of instructions and the second set of instructions linked through at least one formalism so that at least one of an action taken utilizing the platform architecture influences the support methodology and an action taken utilizing the support methodology influences the platform architecture;
wherein the formalism includes a genetic algorithm; and
wherein the genetic algorithm guides the training of a neural network.

6. (canceled)

7. (previously presented): A system suitable for providing integrated circuit design, comprising:

a memory storing a first set of instructions and a second set of instructions;
and
a processor communicatively coupled to the memory, the processor suitable for performing the first set of instructions and the second set of instructions, wherein the first set of instructions is suitable for configuring a processor to provide an integrated circuit development environment in which a support methodology for an integrated circuit is created and the second set of instructions is suitable for configuring a processor to provide tools for implementing a platform architecture of an integrated circuit in which the platform architecture supplies a structure of the integrated circuit, the first set of instructions and the

second set of instructions linked through at least one formalism so that at least one of an action taken utilizing the platform architecture influences the support methodology and an action taken utilizing the support methodology influences the platform architecture;
wherein the formalism is utilized to implement a coevolutionary relationship;
and
wherein the coevolutionary relationship is implemented between the platform architecture and the support methodology.

8. (canceled)

9. (canceled)

10. (canceled)

11. (previously presented): A method of designing an integrated circuit, comprising:

receiving functional specifications and constraints of an integrated circuit; and
interacting with a system configured to provide an environment for deriving a support methodology for an integrated circuit having the received functional specifications, wherein the interaction with the support methodology for the integrated circuit influences an environment for designing a platform architecture for the integrated circuit;
wherein the support methodology influences the environment for designing the platform architecture through the use of a formalism including a differential game.

12. (original): The method as described in claim 11, wherein the differential game is a zero sum game including a game of pursuit.

13. (canceled)

14. (previously presented): A method of designing an integrated circuit,

comprising:

receiving functional specifications and constraints of an integrated circuit; and
interacting with a system configured to provide an environment for deriving a
support methodology for an integrated circuit having the received
functional specifications, wherein the interaction with the support
methodology for the integrated circuit influences an environment for
designing a platform architecture for the integrated circuit;
wherein the support methodology influences the environment for designing
the platform architecture through the use of a formalism wherein the
formalism is utilized to implement a coevolutionary relationship; and
wherein the coevolutionary relationship is implemented between the platform
architecture and the support methodology.

15. (canceled)

16. (canceled)

17. (canceled)

18. (previously presented): A method of designing an integrated circuit,
comprising:

receiving functional specifications and constraints of an integrated circuit; and
interacting with a system configured to provide an environment for deriving a
platform architecture for an integrated circuit having the received
functional specifications, wherein the interaction with the platform
architecture for the integrated circuit influences an environment for
designing a support methodology for the integrated circuit;
wherein the platform architecture influences the environment for designing the
support methodology through the use of a formalism including a
differential game.

19. (original): The method as described in claim 18, wherein the differential game
is a zero sum game including a game of pursuit.

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20. (canceled)